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July 2003 **SCA '03: Proceedings of the 2003 ACM SIGGRAPH/Eurographics animation**

Publisher: Eurographics Association

Full text available: [Pdf](#) (11.53 MB)

Additional Information: [full citation](#), [abstract](#),

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We present an approach for simulating the natural dynamics that emerge to lightweight, mildly deformable objects immersed within it. We model Boltzmann Model (LBM) extended with a subgrid ...

2 [An updated cross-indexed guide to the ray-tracing literature](#)

[L. Richard Speer](#)

January 1992 **SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Publisher: ACM

Full text available: [Pdf](#) (2.94 MB)

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3 [Using guidelines to assist in the visualisation design process](#)

[Keith V. Nesbitt](#)

January 2005 **APVis '05: proceedings of the 2005 Asia-Pacific symposium on visualisation - Volume 45**, Volume 45

Publisher: Australian Computer Society, Inc.

Full text available: [Pdf](#) (369.15 KB)

Additional Information: [full citation](#), [abstract](#),

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The design process of any visualisation involves many design decisions. The design decisions is to provide guidelines. This paper introduces the MS-Guidelines. The MS-Guidelines form a group of structured ...

Keywords: guidelines, taxonomy, visualisation

4 [Chemical education using feelable molecules](#)

[R. Andrew Davies](#), [James S. Maskery](#), [Nigel W. John](#)

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Two different approaches for the preparation of novel cost-effective mol
1) are described. The former utilises Perl scripting within a commercial i
generate static / animated H3D scene graphs ...

Keywords: chemistry, education, haptics

5 [Get the job you want in computer graphics](#)

 [Pamela Kleibrink Thompson, Fran R. Zandonella, Stan Szymanski](#)
August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

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What does it take to get a job in the computer graphics field? A top care
secrets of how to create an irresistible resume and showcase your talen
want. Sample resumes and demo reels ...

6 [Level set and PDE methods for computer graphics](#)

 [David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, R](#)
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Level set methods, an important class of partial differential equation (PI
surfaces implicitly as the level set (iso-surface) of a sampled, evolving r
preparatory material that introduces the ...

7 [Real-time individualized virtual humans](#)

 [Nadia Magnenat-Thalmann, Daniel Thalmann](#)
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This tutorial will present the latest techniques to model fast individualize
Real-Time applications. As a human is composed of a head and a body,
parts can be modeled and globally animated ...

8 [Perception of complex aggregates](#)

 [Ganesh Ramanarayanan, Kavita Bala, James A. Ferwerda](#)
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Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 309, Citations: 0

Aggregates of individual objects, such as forests, crowds, and piles of fruit, are used to study complexity in computer graphics scenes. When viewing an aggregate, objects are hidden and focus more on overall properties ...

Keywords: aggregates, complexity, perceptually-based modeling

Also published in:

August 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 3

9 [Proceedings of the 4th international conference on Computer graphics in](#)

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[Diego Gutierrez](#), [Norhaida Mohd Suaib](#), [Y. T. Lee](#), [Siti Mariyam Shamsuddin](#)
November 2006 **GRAPHITE '06: Proceedings of the 4th international conference on Computer graphics and interactive techniques in Australasia and Southeast Asia**

Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citations: 0

Welcome to the GRAPHITE 2006 Technical Papers Program! Here you will find the proceedings of the International Conference on Computer Graphics and Interactive Techniques in Asia. This successful conference continues to grow ...

10 [Context-aware textures](#)

[Jianye Lu](#), [Athinodoros S. Georghiades](#), [Andreas Glaser](#), [Hongzhi Wu](#), [Li-Yi Duan](#)

January 2007 **Transactions on Graphics (TOG)**, Volume 26 Issue 1

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (30.48 MB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 186, Citations: 0

Interesting textures form on the surfaces of objects as the result of external forces and biological agents. Simulating these textures is necessary to generate more realistic renderings. The textures formed are progressively ...

Keywords: Aging, data capture, natural phenomenon, realistic rendering

11 [ACM SIGGRAPH Computer Graphics: Volume 36 Issue 1](#)

February 2002 SIGGRAPH Computer Graphics

Publisher: ACM

Additional Information: [full citation](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citations: 0

12 [Lighting with paint](#)

[Fabio Pellacini](#), [Frank Battaglia](#), [R. Keith Morley](#), [Adam Finkelstein](#) June 2007 **Transactions on Graphics (TOG)**, Volume 26 Issue 2

Publisher: ACM  [Request Permissions](#)

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[full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 170, Citations: 0

Lighting is a fundamental aspect of computer cinematography that involves configuration of lights to establish mood and enhance storytelling. This work repeatedly adjusts the parameters of a large set of lights.



Keywords: Lighting, animation, optimization, painting, rendering

13 [Computing curricula 2001](#)

 [CORPORATE The Joint Task Force on Computing Curricula](#)
September 2001 **Journal on Educational Resources in Computing (JER)**
Publisher: ACM  [Request Permissions](#)
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14 [Flutter: directed random browsing of photo collections with a tangible](#)


 [John Williamson, Lorna M Brown](#)
February 2008 **DIS '08: Proceedings of the 7th ACM conference on Designing Interactive Systems**
Publisher: ACM
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Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 104, Citations: 0

Large collections of photographs are commonplace, and many interfaces for organizing them have been proposed. This work describes the design and implementation of a "photo frame" - designed not to navigate or browse collections of photos.

Keywords: Monte Carlo, browsing, inertial, photo, tangible




15 [3-D virtual worlds made easy](#)

[John Peterson, Kendrick Evans](#)
October 2008 **Journal of Computing Sciences in Colleges**, Volume 24 Issue 4
Publisher: Consortium for Computing Sciences in Colleges
Full text available:  [Pdf](#) (35.50 KB) Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 46, Citations: 0

Computer science students can approach 3-D game engine programming at the extreme, advanced students write C++ code that is tightly integrated with the engine from scratch. At the other extreme, a beginner can use a high-level language to create a simple 3-D scene.

16 [A study of the modification of the speed and size of the cursor for simulating](#)

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Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 148, Citations: 0

In previous work on so-called pseudo-haptic textures, we investigated the sensations of texture without haptic devices by using the sole manipulation (a technique called speed technique). In this ...

Keywords: Pseudo-haptic, bump, control/display ratio, cursor, hole, size

17 Modern approaches to augmented reality

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This tutorial discusses the Spatial Augmented Reality (SAR) concept, its present examples of state-of-the-art display configurations, appropriate details about hardware and software ...

18 The VideoMouse: a camera-based multi-degree-of-freedom input device

 Ken Hinckley, Mike Sinclair, Erik Hanson, Richard Szeliski, Matt Conway

November 1999 **UIST '99**: Proceedings of the 12th annual ACM symposium on user interface technology

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (283.89 KB)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 80, Citations: 1

The VideoMouse is a mouse that uses a camera as its input sensor. A routine determines the six degree-of-freedom mouse posture, consisting of 2D position and left/right axes, rotation of the mouse about its ...

Keywords: camera-based input, input devices, interaction technique, navigation, rotation, tilt sensing

19 Real-time volume manipulation

 V. Singh, D. Silver, N. Cornea

July 2003 **VG '03**: Proceedings of the 2003 Eurographics/IEEE TVCG Workshop on volume graphics

Publisher: ACM

Full text available:  Pdf (479.03 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 49, Citations: 1

In this paper, we describe a set of algorithms and an implementation (called VOLUMES) for manipulating 3D volumetric objects (datasets). The system utilizes skeletal animation and texture mapping to allow users/animators to interactively and intuitively specify ...

Keywords: animation, bounding boxes, deformation, manipulation, mixture, texture mapping



Photo clip art

Jean-François Lalonde, Derek Hoiem, Alexei A. Efros, Carsten Rother, John August 2007 **SIGGRAPH '07: SIGGRAPH 2007 papers**

Publisher: ACM [Request Permissions](#)

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Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 267, Citations

We present a system for inserting new objects into existing photographs: an object library, pre-computed using a publicly available Internet object database, shield the user from all of the arduous tasks ...

Keywords: 3D scene reasoning, blending and compositing, computational object insertion

Also published in:

July 2007 **Transactions on Graphics (TOG)** Volume 26 Issue 3

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July 2003 **SCA '03**: Proceedings of the 2003 ACM SIGGRAPH/Eurographic
animation

Publisher: Eurographics Association

Full text available: [Pdf](#) (11.53 MB)

Additional Information: [full citation](#), [abstract](#), [...](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 95, Citation

We present an approach for simulating the natural dynamics that emerge from a
field to lightweight, mildly deformable objects immersed within it. We model the
Lattice Boltzmann Model (LBM) extended with a subgrid ...

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[David Breen](#), [Ron Fedkiw](#), [Ken Museth](#), [Stanley Osher](#), [Guillermo Sapiro](#), [R](#)
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Additional Information: [full citation](#), [abstract](#), [...](#)

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Level set methods, an important class of partial differential equation (PDE) methods,
surfaces implicitly as the level set (iso-surface) of a sampled, evolving function
with preparatory material that introduces the ...

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This tutorial will present the latest techniques to model fast individualized
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[John Williamson](#), [Lorna M Brown](#)

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Publisher: ACM

Full text available:  Pdf (366.60 KB)

Additional Information: [full citation](#), [abstract](#), :

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 104, Citations: 0

Large collections of photographs are commonplace, and many interfaces for organizing them have been proposed. This work describes the design of a "photo frame" - designed not to navigate or browse collections ...

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5 [A study of the modification of the speed and size of the cursor for sin and holes](#)



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In previous work on so-called pseudo-haptic textures, we investigated the sensations of texture without haptic devices by using the sole manipulation of a cursor (a technique called speed technique). In this ...

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This tutorial discusses the Spatial Augmented Reality (SAR) concept, it will present examples of state-of-the-art display configurations, appropriate techniques, details about hardware and software ...

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[V. Singh](#), [D. Silver](#), [N. Cornea](#)

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Publisher: ACM

Full text available:  Pdf (479.03 KB)


Additional Information: [full citation](#), [abstract](#), :

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 49, Citations: 0

In this paper, we describe a set of algorithms and an implementation (called V-Manip) for manipulating 3D volumetric objects (datasets). The system utilizes skeletal animation techniques to allow users/animators to interactively and intuitively specify ...


Keywords: animation, bounding boxes, deformation, manipulation, mic texture mapping

8 [The elements of nature: interactive and realistic techniques](#)

 [Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenton Musgrave, Przemyslaw Jos Stam, Jerry Tessendorf](#)

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This updated course on simulating natural phenomena will cover the latest techniques for simulating most of the elements of nature. The presenter includes an interactive simulation, and research perspectives ...

9 [A gentle introduction to bilateral filtering and its applications](#)

 [Sylvain Paris](#)

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- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH course notes for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/1276778.1276780>
Fast bilateral filtering for the display of high-dynamic-range ...

10 [GPGPU: general purpose computation on graphics hardware](#)

 [David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Leifohn](#)

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The graphics processor (GPU) on today's commodity video cards has evolved into a powerful and flexible processor. The latest graphics architectures provide tremendous computational horsepower, with fully programmable vertex and fragment processors ...

11 [Towards developing assistive haptic feedback for visually impaired individuals](#)

 [Ravi Kuber, Wai Yu, Graham McAllister](#)

April 2007 **CHI '07**: Proceedings of the SIGCHI conference on Human factors in computing systems

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Haptic technologies are thought to have the potential to help blind individuals experience the Web. This paper proposes a structured approach for developing targeted haptic sensations for purposes ...

Keywords: blind, design methodology, haptic, participatory design, sce

12 [A direct texture placement and editing interface](#)

 [Yotam L. Gingold](#), [Philip L. Davidson](#), [Jefferson Y. Han](#), [Denis Zorin](#)
October 2006 **UIST '06**: Proceedings of the 19th annual ACM symposium on
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Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 222, Citations


The creation of most models used in computer animation and computer of texture coordinates, texture painting, and texture editing. We present placement and editing based on direct manipulation ...

Keywords: multi-touch interface, surface parameterization, texturing

13 [A role for haptics in mobile interaction: initial design using a handheld](#)

 [Joseph Luk](#), [Jerome Pasquero](#), [Shannon Little](#), [Karon MacLean](#), [Vincent Lev](#)
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Mobile interaction can potentially be enhanced with well-designed haptic advances have been limited by a vicious cycle whereby inadequate haptic inception of vitalizing applications. We present the first ...

Keywords: design process, display, handheld interaction, haptic, lateral multimodal, tactile

14 [Seeing, hearing, and touching: putting it all together](#)


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15 [Communications of the ACM: Volume 51 Issue 11](#)


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This tutorial discusses the Spatial Augmented Reality (SAR) concept, its will present examples of state-of-the-art display configurations, appropriate techniques, details about hardware and software ...

17 [SLAP widgets: bridging the gap between virtual and physical control](#)

 [Malte Weiss](#), [Julie Wagner](#), [Yvonne Jansen](#), [Roger Jennings](#), [Ramsin Khoshdel](#), [Borchers](#)

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Bibliometrics: Downloads (6 Weeks): 194, Downloads (12 Months): 359, Citations: 1

We present Silicone iLLuminated Active Peripherals (SLAP), a system of use on multitouch tabletops. SLAP Widgets are cast from silicone or maple knobs, keyboards, and buttons. They add ...


Keywords: augmented virtuality, dynamic relabeling, multi-touch, tabletop interfaces, toolkit, transparent widgets

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Publisher: Australian Computer Society, Inc.

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Keywords: guidelines, taxonomy, visualisation

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Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 6, Citation C

Two different approaches for the preparation of novel cost-effective molecules (1) are described. The former utilises Perl scripting within a commercial software package to generate static / animated H3D scene graphs ...

Keywords: chemistry, education, haptics

3 [Level set and PDE methods for computer graphics](#)

[David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ravi Ramamoorthi](#)
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

Publisher: ACM [Request Permissions](#)

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Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 289, Downloads (12 Months): 1012, Citation C

Level set methods, an important class of partial differential equation (PDE) methods for implicitly representing surfaces as the level set (iso-surface) of a sampled, evolving scalar field, are presented. This preparatory material that introduces the ...



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- 4 [An initial usability assessment for symbolic haptic rendering of music](#)
 Meghan Allen, Jennifer Gluck, Karon MacLean, Erwin Tang
October 2005 **ICMI '05**: Proceedings of the 7th international conference on
Publisher: ACM
Full text available:  Pdf (131.00 KB) Additional Information: [full citation](#), [abstract](#),
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Current methods of playlist creation and maintenance do not support us context. Furthermore, they do not scale: studies show that users with 1k abandoned the concept of playlists. To remedy the ...

Keywords: digital music, force feedback, haptics, mp3, music classification, creation, vibrotactile feedback




- 5 [ACM SIGGRAPH Computer Graphics: Volume 36 Issue 1](#)
 February 2002 SIGGRAPH Computer Graphics
Publisher: ACM
Additional Information: [full citation](#), [index terms](#)
Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

- 6 [Computing curricula 2001](#)
 CORPORATE The Joint Task Force on Computing Curricula
September 2001 **Journal on Educational Resources in Computing (JER)**
Publisher: ACM  [Request Permissions](#)
Full text available:  Html (2.78 KB),  Pdf (613.63 KB) Additional Information: [full citation](#)
Bibliometrics: Downloads (6 Weeks): 101, Downloads (12 Months): 1176, Citation

- 7 [Flutter: directed random browsing of photo collections with a tangible](#)
 John Williamson, Lorna M Brown
February 2008 **DIS '08**: Proceedings of the 7th ACM conference on Designing
Publisher: ACM
Full text available:  Pdf (366.60 KB) Additional Information: [full citation](#), [abstract](#),
Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 104, Citation

Large collections of photographs are commonplace, and many interfaces for organizing them have been proposed. This work describes the design of a "photo frame" - designed not to navigate or browse collections ...

Keywords: Monte Carlo, browsing, inertial, photo, tangible

- 8 [Modern approaches to augmented reality](#)
 **Video files associated with this course are available from the course website**
Oliver Bimber, Ramesh Raskar
August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses
Publisher: ACM  [Request Permissions](#)
Full text available:  Pdf (46.17 MB) Additional Information: [full citation](#), [appendix](#), [index terms](#)
Bibliometrics: Downloads (6 Weeks): 119, Downloads (12 Months): 1129, Citation

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its present examples of state-of-the-art display configurations, appropriate details about hardware and software ...

9 Crossmodal congruence: the look, feel and sound of touchscreen widgets



Eve Hoggan, Topi Kaaresoja, Pauli Laitinen, Stephen Brewster

October 2008 **IMCI '08**: Proceedings of the 10th international conference on

Publisher: ACM

Full text available: Pdf (1.73 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 137, Citations

Our research considers the following question: how can visual, audio and a congruent manner for use with touchscreen graphical widgets? For example presents different styles of visual buttons, ...

Keywords: auditory/tactile/visual congruence, crossmodal interaction, touchscreen widgets

10 Application of advanced rendering and animation techniques for 3D animation



Miao Song, Peter Grogono

May 2009 **C3S2E '09**: Proceedings of the 2009 C3S2E conference

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (1.78 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 0, Citation C

This work focuses on the analysis and review of most prominent advanced techniques in the computer graphics used for 3D games, some of which physically based softbody simulation framework we designed ...

Keywords: OpenGL, collision detection, deformation, elastic objects, free modeling, real-time, soft-body

11 Illuminating clay: a 3-D tangible interface for landscape analysis



Ben Piper, Carlo Ratti, Hiroshi Ishii

April 2002 **CHI '02**: Proceedings of the SIGCHI conference on Human factors in computing systems
Changing our world, changing ourselves

Publisher: ACM [Request Permissions](#)


Full text available: Pdf (1.50 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 30, Downloads (12 Months): 148, Citations

This paper describes a novel system for the real-time computational analysis of the system - called Illuminating Clay - where the topography of a clay changing geometry is captured in real-time by ...

Keywords: 3D laser scanner, DEM, GIS, landscape design, physical modeling

 [Exploring Visual and Motor Accessibility in Navigating a Virtual World](#)
Shari Trewin, Mark Laff, Vicki Hanson, Anna Cavender
June 2009 **Transactions on Accessible Computing (TACCESS)** , Volume

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (3.18 MB)


Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 71, Downloads (12 Months): 71, Citation

For many millions of users, 3D virtual worlds provide an engaging, immersive synergistic combination of visual realism with dynamic control of the user world. For individuals with visual ...

Keywords: 3D, accessibility, audio interfaces, cerebral palsy, input, virtual

13 [A role for haptics in mobile interaction: initial design using a handheld](#)

 Joseph Luk, Jerome Pasquero, Shannon Little, Karon MacLean, Vincent Lev
April 2006 **CHI '06: Proceedings of the SIGCHI conference on Human Factors in Computing Systems**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (1.04 MB)


Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 49, Downloads (12 Months): 385, Citation

Mobile interaction can potentially be enhanced with well-designed haptic advances have been limited by a vicious cycle whereby inadequate haptic of vitalizing applications. We present the first ...

Keywords: design process, display, handheld interaction, haptic, lateral tactile

14 [Proceedings of the 2009 ACM symposium on Applied Computing](#)

 Sung Y. Shin, Sascha Ossowski

March 2009 **SAC '09: Proceedings of the 2009 ACM symposium on Applied Computing**


Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

On behalf of the Organizing Committee, we welcome you to the 24th Applied Computing (SAC 2009) hosted by Chaminade University in Hawaii. This dedicated to computer scientists, engineers and practitioners ...

15 [Seeing, hearing, and touching: putting it all together](#)

 Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensin
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**


Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (20.64 MB)

Additional Information: [full citation](#), [cited by](#)




Bibliometrics: Downloads (6 Weeks): 377, Downloads (12 Months): 1767, Citation

16 [Organic user interfaces: designing computers in any way, shape, or size](#)

 David Holman, Roel Vertegaal

June 2008 **Communications of the ACM** , Volume 51 Issue 6


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Full text available:  [Digital Edition](#) ,  [Html](#) (34.20 KB),  [Pdf](#) (1.15 MB) [Additional Information](#)

Bibliometrics: Downloads (6 Weeks): 64, Downloads (12 Months): 834, [Citatic](#)

Displays on real-world objects allow more realistic user interfaces.

17 [Feel-good touch: finding the most pleasant tactile feedback for a mobile device](#)

 [Emilia Koskinen](#), [Topi Kaaresoja](#), [Pauli Laitinen](#)

October 2008 **IMCI '08**: Proceedings of the 10th international conference on

Publisher: ACM


Full text available:  [Pdf](#) (457.94 KB) [Additional Information](#): [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 240, [Citatic](#)

Earlier research has shown the benefits of tactile feedback for touch screen performance, usability and user experience. In our current research the understanding the characteristics of a tactile click ...

Keywords: mobile touch screen interaction, tactile feedback pleasantness

18 [Modern approaches to augmented reality](#)

 [Oliver Bimber](#), [Ramesh Raskar](#)

July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses


Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (48.93 MB) [Additional Information](#): [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 65, Downloads (12 Months): 551, [Citatic](#)


This tutorial discusses the Spatial Augmented Reality (SAR) concept, its present examples of state-of-the-art display configurations, appropriate details about hardware and software ...

19 [Modern approaches to augmented reality](#)

 [Oliver Bimber](#), [Ramesh Raskar](#)

July 2006 **SIGGRAPH '06**: SIGGRAPH 2006 Courses


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Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 279, [Citatic](#)

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its present examples of state-of-the-art display configurations, appropriate details about hardware and software ...

20 [Communications of the ACM: Volume 51 Issue 6](#)

 June 2008 [Communications of the ACM](#)

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